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Introduction

When writing Warriors fanfiction, I find it very handy to have an extra document open.

What document is that? My basics Warriors info, of course! From the warrior and medicine cat codes that make sure my cats are living an honourable life, to extensive herb lists with descriptions of appearance, usage and effects, to compilations of basic cat movements and battle and hunting moves that keep their actions believable, this document helps me with the details of my writing.

I've decided to share it here. Though not all parts are canon and have been invented by me, I hope this guide comes in handy to any other Warriors fanfiction writers out there!

The Warrior Code

The Warrior Code is the code all Clans live by. The canon code presents 15 rules, with a 16th added in Bramblestar's Storm. Kits generally hear about the code from the elders, especially in the stories they are told. This cements the idea that the Warrior Code is to be followed, from the youngest to the oldest. It also creates a solid foundation for when the kits become apprentices, making the job of the mentors somewhat easier when it comes to teaching the code.

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1. Defend your Clan, even with your life. You may have friendships with cats from other Clans, but your loyalty must remain to your Clan, as one day you may meet them in battle.
2. Do not hunt or trespass on another Clan's territory.
3. Elders, queens, and kits must be fed before apprentices and warriors. Unless they have permission, apprentices may not eat until they have hunted to feed the elders. If any warrior or apprentice is sick or injured, they may eat while the elders, queens, and kits are eating.
4. Prey is killed only to be eaten. Give thanks to StarClan for its life.
5. A kit must be at least six moons old to become an apprentice.
6. Newly appointed warriors will keep a silent vigil for one night after receiving their warrior name.
7. A cat cannot be made deputy without having mentored at least one apprentice.
8. The deputy will become Clan leader when the leader dies, retires or is exiled.
9. After the death or retirement of the deputy, the new deputy must be chosen before moonhigh.
10. A Gathering of all four Clans is held at the full moon during a truce that lasts for the night. There shall be no fighting among Clans at this time.
11. Boundaries must be checked and marked daily. Challenge all trespassing cats.
12. No warrior can neglect a kit in pain or danger, even if the kit is

from a different Clan.
13. The word of the Clan Leader is the warrior code.
14. An honorable warrior does not need to kill other cats to win his/her battles, unless they are outside the warrior code or if it is necessary for self-defense.
15. A warrior rejects the soft life of a kittypet.
16. Each Clan has the right to be proud and independent, but in times of trouble they must forget their boundaries and fight side by side to protect the four. Each Clan must help the others so that no Clan will fall.

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This code is followed by all in the Clan(s), though medicine cats also have their own code.

The Medicine Cat Code

A medicine cat leads a different life than the other cats in a Clan and is expected to follow an additional code.

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1. A medicine cat cannot take on a mate.
2. A medicine cat cannot have kits.
3. A medicine cat will never let personal feelings in the way of his or her duties.
4. Medicine cats are outside Clan and Clan rivalry.
5. Medicine cats cannot reject an injured cat.
6. A medicine cat must do everything in his or her power to save a sick or injured cat.
7. A medicine cat will give his or her life to save a cat.

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There are many variations on this code, but these are the basic rules. The first three are in place to prevent the medicine cat from favouring their patients, instead focusing on the entire Clan. Rules four and five make medicine cats the intermediaries in times of conflict and, as a result, makes them pacifists (though this is not always the case). The final two ensure that a medicine cat follows their duty, given to them by StarClan.

Ranks

LEADER
The highest warrior in the Clan hierarchy.
~ * ~
Description:
A Clan leader is the head of their Clan. Their word is law, as stated by the warrior code, and they are required to govern the Clan in a responsible way, calling Clan meetings, appointing cats to new ranks and making decisions for the group as a whole. Their name always ends in -star.
~ * ~
Appointment:
When the former leader dies, retires or is banished, the deputy of the Clan shares tongues with StarClan to receive their nine lives. This ceremony takes place at the Moonstone and Moonpool in canon books, but can take place at any number of sacred places in fanfiction (if you are inclined to create your own); the medicine cat is usually their escort. During this ceremony, nine deceased cats step forward to give the leader a life and, along with it, a gift of an attribute that is to help them guide their Clan.
The former leader of the Clan then hails the new leader with these words: "*Your old life is no more. You have now received the nine lives of a leader and StarClan grants to you the guardianship of your Clan. Defend it well, care for young and old, honor your ancestors and the traditions of the warrior code; live each life with pride and dignity.*"
~ * ~
Qualifications:
- has mentored at least one apprentice
- selected by the previous leader to become deputy
- must have been deputy at the time of the leader's death, retirement, or banishment (unless both leader and deputy die at the same time)
~ * ~
Tasks:
- oversees the daily operations of the Clan; takes part in patrols, but leaves the organization of them to the deputy

- speaks on the Clan's behalf at Gatherings
- leads the Clan in battles
- appoints new apprentices, warriors, deputies and elders
- keeps counsel with the deputy and senior warriors about Clan affairs; listens to patrol reports
- discusses prophecies and omens with the medicine cat
- solves conflicts between members of the Clan and between their own Clan and another
- makes decisions regarding non-Clan cats joining the Clan
- exiles Clan members, if need be
- punishes Clan members for breaking the warrior code, if the need arises

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DEPUTY

The warrior who is second in command to the leader.

~ * ~

Description:

Deputies are chosen by the leader as their successor and become their second in command. If the leader is ill or unable to perform their duties, the deputy temporarily takes their place. They are responsible for organizing patrols and keep counsel with the leader, advising them on their decisions. If the deputy is unable to perform these duties, they are temporarily replaced by another warrior. If the leader dies, the deputy becomes the next leader and receives their nine lives from StarClan.

~ * ~

Appointment:

A new deputy is appointed when the previous deputy dies or retires. The new deputy must be chosen before moonhigh, as dictated by the warrior code. The ceremony usually takes place before the body of the previous deputy, or the living previous deputy if they decided to retire.

Words spoken: *"I say these words before the body of (name of former deputy), that the spirits of our warrior ancestors may hear and approve of my choice.The new deputy of (name of Clan) will be (warrior's name)."*

~ * ~

Qualifications:

- must be a warrior

- must have mentored at least one apprentice (sometimes bypassed by omens/prophecies)
- must be chosen by the Clan leader
~ * ~
Tasks:
- assisting the leader in their tasks
- organizing both border and hunting patrols and listening to reports
- making reports to the Clan leader
- substituting for the leader if they are unable to perform their duties (speaking at Gatherings, leading battles, etc.)
- carrying out warrior tasks (patrolling, hunting, mentoring)

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MEDICINE CAT
Cats who treat diseases and injuries, as well as receive and interpret omens and prophecies from StarClan.
~ * ~
Description:
The medicine cat of a Clan is highly respected. They have their own den where they store herbs and treat the sick and injured of the Clan. They are not allowed to take mates or have kits and must stand apart from Clan rivalries, as stated by their code. They also receive guidance from StarClan.
~ * ~
Appointment:
Kits who wish to become medicine cats are apprenticed, like other apprentices, at the age of six moons to the medicine cat. They are then required to carry out tasks like gathering herbs and getting water, as well as watching their mentor treat others so that they may do so as well when the time comes.
Both the medicine apprentice and medicine cat ceremonies take place at the Moonstone/Moonpool/sacred place of StarClan, where the mentor introduces their apprentice to StarClan and gives them their name before their ancestors.
~ * ~
Qualifications:
- willingness to take on the responsibilities that come with a life as a medicine cat
- an aptitude for healing and herbs

- in some cases, a warrior may become a medicine cat (even if they have had kits)

~ * ~

Tasks:

- know an herb's appearance, usage and effect
- store a supply of herbs in their den
- treating wounded and sick cats
- assisting queens with their pregnancies and giving birth
- checking the health of Clan members (especially queens, elders and kits)
- visiting the Clans' sacred place at every half moon to seek guidance from StarClan
- interpreting prophecies and omens and sharing them with the Clan leader
- upon the death of the Clan leader, accompanying the deputy to the Clans' sacred place
- training an apprentice as the Clan's future medicine cat
- knowing basic battle training should the need arise
- communicate with StarClan in times of crisis

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WARRIORS

Adult Clan cats who feed and protect the Clan.

~ * ~

Description:

Usually cats over the age of 12 - 15 moons, warriors have been trained in hunting and fighting. This enables them to feed and protect their Clan. They make up the majority of the Clan and are also the main reproducers. When a she-cat is pregnant, she temporarily gives up her duties as a warrior to give birth, nurse, and take care of her kits.

Senior warriors are highly respected older warriors that choose to serve their Clan for as long as possible before retiring to the elders' den. They are usually advisors to the leader and seen as role models by others.

Warriors are also expected to mentor apprentices and teach them how to hunt and fight so that they may become contributing members of the Clan.

~ * ~

Appointment:

A cat becomes a warrior when their mentor is satisfied with their training. This usually takes the form of hunting and fighting assessments, where an apprentice is watched to ensure they are ready to become a warrior. This usually occurs between the 12th and 15th moon of their life.

~ * ~

Qualifications:

- passing assessments
- knowing the warrior code
- sometimes named warriors after performing a heroic deed

~ * ~

Tasks:

- providing defence and security in the form of border patrols (marking borders and chasing out trespassers) and camp security (standing guard and protecting the camp from invaders)
- providing food for the Clan in the form of fresh-kill
- serving their Clan in battle
- mentoring warrior apprentices

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APPRENTICES

Clan cats training to become warriors.

~ * ~

Description:

At six moons, kits are apprenticed to a warrior (or medicine cat - see medicine cat for more information). From this moment on they are trained in hunting and fighting so that they will one day be able to provide for their Clan as full warriors. Their names end in -paw.

~ * ~

Appointment:

The Clan leader calls a Clan meeting when a kit is six moons old and publicly changes their name to have a -paw ending and apprentices them to a worthy warrior.

~ * ~

Qualifications:

- must be at least six moons old

~ * ~

Tasks:

- training with their mentors
- hunting for the Clan

- border patrols
- looking after the elders
- collecting moss for nests

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QUEENS

Expecting or nursing she-cats of the Clan.

~ * ~

Description:

When a warrior she-cat is expecting kits or nursing them, she becomes a queen and temporarily gives up her warrior duties. She becomes a warrior once more after her kits are apprenticed unless she chooses to stay on as a sort of den-mother or helper to other nursing queens.

Queens do not need to tell the Clan who the father of their kits is if they so choose.

~ * ~

Appointment:

There is no ceremony, just a move from the warrior den to the nursery when a she-cat is one moon into her pregnancy.

~ * ~

Qualifications:

- pregnancy
- nursing
- kits under six moons of age

~ * ~

Tasks:

- looking after their kits
- taking in foster kits, if need be
- ensuring the safety of their young
- educating the kits about some aspects of Clan life

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KITS

Cats under the age of six moons.

~ * ~

Description:

Born in litters of one to six, kits are named by their parent(s) after their appearance or in honour of someone of the same name. They are fed first and protected fiercely by the entire Clan, as they are the future of it. Usually, they are not let out of the nursery until their mother believes they are old enough to do so, but the territory

outside of camp is strictly forbidden. Kits often listen to stories told by the queens or elders and like to bother the warriors and apprentices.
All kit names have the ending -kit.
~ * ~
Qualifications:
- under six moons old
~ * ~
Tasks:
- playing
- listening to stories
- getting underfoot
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ELDERS
A retired warrior of the Clan.
~ * ~
Description:
Cats that have served their Clan faithfully and are now retired, elders are the oldest members of the Clan. They are highly respected. Though they do not do so often, they are allowed to leave the camp to hunt or stretch their legs, or even attend Gatherings. Because of their age they often suffer from stiff joints and are more susceptible to diseases, like greencough. They are taken care of by the apprentices, who remove their ticks about once or twice a half-moon. Elders also love to tell stories to kits, though they are often described as grumpy.
~ * ~
Appointment:
A cat becomes an elder when they are no longer able to do their warrior (or medicine cat) duties due to old age. Sometimes, a cat is forced to retire early for reasons beyond their control, such as a crippling wound or loss of sight.
~ * ~
Qualifications:
- over the age of 100 - 120 moons
- no longer able to perform warrior duties
~ * ~
Tasks:
- rubbing herbs on a cat's body to disguise the scent of death
- taking dead cats out of camp to bury them

- telling stories about Clan life
- do not have to join patrols or hunt, but might defend the camp if absolutely necessary

Herbs & Medicines

Every true medicine cat needs to know their herbs - what they look like, what they smell or taste like and, of course, how and what for they are used. Thanks to this handy-dandy guide to basic herbs and medicines (and poisons, near the bottom), you'll know them all too!

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Bindweed
- appearance: arrow-head shaped leaves; white or pink trumpet shaped flower
- smell/taste: n/a
- usage: fastens sticks to broken legs
- effect: keeps broken joints in place
- location: almost anywhere

Borage
- appearance: small blue or pink star-shaped flowers; hairy leaves
- smell/taste: n/a
- usage: chewed and eaten
- effect: produces more milk in queens; brings down fevers
- location: mostly in forests

Burdock Root
- appearance: tall-stemmed thistle with dark leaves
- smell/taste: sharp
- usage: chewed into a pulp
- effect: prevents infections of rat bites
- location: dry areas

Catmint
- appearance: leafy
- smell/taste: addicting to cats
- usage: eaten
- effect: most effective remedy for greencough and whitecough
- location: mostly found in Twoleg gardens, rarely in the wild

Celandine

- appearance: yellow flower with four petals
- smell/taste: n/a
- usage: crushed and juice is trickled into eye
- effect: soothes damages eyes
- location: forest or near streams

Chamomile
- appearance: small, white flower with large, yellow centre
- smell/taste: n/a
- usage: eaten
- effect: strengthens heart and soothes the mind
- location: Twoleg gardens

Chervil
- appearance: large leaves and small white flowers; roots and knobby and brown
- smell/taste: sweet
- usage: chewed to extract juices, which are swallowed or applied to wounds
- effect: infected wounds and bellyache
- location: forest or near rocks

Chickweed
- appearance: tall-stemmed with fat, almond-shaped leaves
- smell/taste: n/a
- usage: eaten
- effect: greencough, but not as effective as catmint
- location: forest or near rocks

Cobwebs
- appearance: long, thin, shiny strands spun into a web by spiders
- smell/taste: n/a
- usage: press over wound
- effect: soak up and stop (or slow) bleeding
- location: everywhere

Coltsfoot
- appearance: flowering plant with yellow or white flowers; grows best in newleaf
- smell/taste: n/a
- usage: leaves chewed into a pulp

- effect: eases breathing or kitten-cough; soothes cracked or sore pads
- location: swampy earth

Comfrey
- appearance: large leaves; small, bell-shaped flowers (pin, white, purple); fat black roots
- smell/taste: tangy
- usage: chewed into a poultice
- effect: repairs broken bones; soothes wounds; helps heal wrenched claws
- location: damp, grassy places

Daisy
- appearance: thick, dark green, oval-shaped leaves; white flowers with yellow centres
- smell/taste: n/a
- usage: chewed into a paste
- effect: eases pain of aching joints
- location: almost everywhere

Dock
- appearance: common, large-leafed plant
- smell/taste: tangy
- usage: chewed up and applied
- effect: soothes scratches; soothes sore pads
- location: best in leafy areas; not well in mountains

Feverfew
- appearance: small bush with small and soft leaves; flowers resemble daisies
- smell/taste: sharp, tangy
- usage: eaten
- effect: reduces body temperature (fever or chills); heals aches and pains (especially headaches)
- location: grows best along water

Goldenrod
- appearance: tall plant with bright, yellow flowers
- smell/taste: n/a
- usage: chewed into poultice

- effect: heals wounds
- location: moors

Honey
- appearance: golden-coloured liquid made by bees
- smell/taste: sweet
- usage: eaten, or given by moss soaked in it
- effect: soothes infections and smoke-damaged or sore throats; helps swallow; soothes coughing
- location: bee hives, usually in forests

Horsetail
- appearance: tall, bristly-stemmed plant
- smell/taste: n/a
- usage: chewed to a poultice and applied to wounds
- effect: treats infections and stops bleeding
- location: marshy areas

Juniper
- appearance: purple-blue berries from a dark green, spiky-leaved bush
- smell/taste: n/a
- usage: chewed and eaten
- effect: soothes bellyaches; gives strength; helps troubled breathing
- location: dry places

Lavender
- appearance: small purple flowering plant
- smell/taste: n/a
- usage: inhaled or eaten
- effect: cures fever and chills
- location: sunny spots with sandy or gravelly soil

Marigold
- appearance: low-growing flower, yellow or bright orange in colour
- smell/taste: n/a
- usage: petals or leaves chewed into a poultice
- effect: stops infection and bleeding; also used for inflamed, stiff joints
- location: near water

Poppy Seeds
- appearance: tiny, round black seeds; shaken from poppy flowers (bright red wildflowers)
- smell/taste: n/a
- usage: chewed on
- effect: help a cat sleep; soothe shock or distress; ease pain
- location: all over forest and fields

Ragwort
- appearance: tall shrub with yellow flowers
- smell/taste: tastes foul
- usage: crushed and chewed
- effect: treats aching joints
- location: cool areas with high rainfall

Sticks
- appearance: wooden protrusions that grow on and fall from trees
- smell/taste: n/a
- usage: bit down on when in pain; used to help broken legs heal
- effect: distracts cats from pain; sets broken bones
- location: anywhere near trees

Stinging Nettle
- appearance: green, spiny seeds
- smell/taste: n/a
- usage: seeds eaten; leaves chewed into poultice
- effect: seeds induce vomiting (for getting rid of poison); leaves bring down swelling
- location: all over forest

Tansy
- appearance: round, yellow leaves
- smell/taste: strong, sweet
- usage: consumed, but only in small doses
- effect: cures coughs, wounds and poisons; soothes throats
- location: in the forest or near Twoleg places

Thyme
- appearance: small, delicate, thick, sticky leaves
- smell/taste: fresh tang
- usage: leaves chewed on

- effect: calms nervousness, anxiety and shock
- location: hot, sunny locations

Watermint
- appearance: green, leafy plant
- smell/taste: n/a
- usage: chewed into a pulp; eaten
- effect: eases bellyaches
- location: found in streams or damp earth

Wild Garlic
- appearance: leafy stalks and white stems
- smell/taste: strong, foul
- usage: rolled in
- effect: prevents infection and masks scent
- location: forests

Yarrow
- appearance: flowering plant
- smell/taste: n/a
- usage: leaves chewed into a poultice
- effect: extracts poison from wounds; induces vomit; heals cracked pads
- location: forests, near rocks

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Deathberries
- appearance: red berries from dark-leaved yew bushes
- smell/taste: n/a
- usage: eaten
- effect: kills a cat within minutes
- location: ravines, forests

Nightshade
- appearance: small shrub; bell-shaped flowers, purple lined with green in colour; berries are shiny and black
- smell/taste: faint
- usage: eaten
- effect: poisonous
- location: moist, shady places

Water Hemlock
- appearance: green or white flowers with petals in umbrella-shaped clusters
- smell/taste: n/a
- usage: eaten
- effect: causes writhing, pain, foaming at the mouth
- location: wet, marshy areas

Battle Moves

Battle, and having the skills to engage in it, are very important in the warriors series. The Clans, having only teeth and claws to defend themselves with, rely on these weapons to keep them protected against all manners of creatures: foxes, badgers, Twolegs, and even rival Clans. Here is a rather condensed list of the basic battle moves used in the canon Warriors series!

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complicated or difficult moves marked with an asterix

Back kick
- how to execute: judge your opponent's distance from you carefully, then lash out with your back legs while taking your weight on your front paws
- when to use: when your back is towards your enemy and time does not permit you to turn around and defend yourself with your front paws
- severity: low - medium

Belly rake
- how to execute: with unsheathed claws, slice the your opponent's belly; if pinned down underneath, this will put you back in control
- when to use: when pinned down or you have direct access to your opponent's belly; a fight-stopper
- severity: medium - high

Drop-and-roll
- how to execute: drop low onto your paws and roll to the side
- when to use: a countermove to the leap-and-hold; dislodges opponent on your back
- severity: low

Duck-and-twist
- how to execute: twist around, rolling onto your back, and then spring to your paws
- when to use: as a simple defensive move to get away from most

frontal attacks or pounces and leaps
- severity: very low

Front paw blow
- how to execute: bring your front paw down hard on your opponent's head, claws sheathed
- when to use: frontal attack
- severity: low

Front paw strike/forepaw slash
- how to execute: slice downward with your forepaw, aiming at the body or face of your opponent, claws unsheathed
- when to use: frontal attack
- severity: low - medium

Half-turn belly rake
- how to execute: turn onto your side and slip under your opponent's belly, raking with your claws, then turn back onto all fours out from under them
- when to use: a move that swiftly and effectively can take your opponent out or inflict severe damage
- severity: medium - high

Jump-and-pin*
- how to execute: leap backwards and bounce off of a wall, landing on opponent
- when to use: when cornered, or as an effective move to take an opponent out
- severity: medium - high

Killing bite
- how to execute: bite down on your opponent's neck; usually the back
- when to use: considered dishonourable, used only as a last resort
- severity: extreme

Leap-and-hold
- how to execute: spring onto opponent's back and grip with unsheathed claws, inflicting other damage while holding on
- when to use: ideal for small cats facing larger opponents; use to get out of range of your opponent's paws

- severity: medium - high

Partner fighting
- how to execute: requires two allies; face away from each other and protect each other's backs by fending off an opponent on either side
- when to use: in the midst of battle when there are opponents on all sides; used in conjunction with other battle moves
- severity: low - high (depending on skill level/cooperation of two partners)

Play dead
- how to execute: go limp as an opponent grips you; push yourself up explosively when they relax their hold
- when to use: in tight situations, especially when you are pinned
- severity: low

Scruff shake
- how to execute: secure a strong grip on your opponent's scruff with your teeth and shake violently
- when to use: against rats or small opponents to prevent them from fighting back; a strong throw can also stun or kill them
- severity: medium - high

Tail yank
- how to execute: grab your opponent's tail and yank with enough force to throw them off balance
- when to use: when there is access to your opponent's tail; in an effort to catch them off-guard
- severity: low

Teeth grip
- how to execute: sink your teeth into an opponent's extremities - legs, tail, scruff or ears - and hold
- when to use: useful in holding down an opponent while keeping your claws free to continue fighting
- severity: medium

Upright lock*
- how to execute: rear up on back legs and bring weight down on opponent; if they do the same, wrestle and flip them under you
- when to use: as a final, crushing move on an already weakened

opponent
- severity: high

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These are just the most basic moves, as listed in Erin Hunters' warrior guides and on the Warriors wiki. I have attempted to give a gauge of how severe each move might be in battle, but that is hard to tell without the context. In some cases, a frontal attack may be just as effective as a much more complicated move if the opponent is already weakened by battle.

Depending on a Clan's abilities and assets, cats of that specific Clan can also have unique battle skills or special attacks taught only to the members of that group. For example, RiverClan cats would be trained in water combat while WindClan cats would rely on speed, agility and surprise to defeat their opponents. Similarly, ThunderClan would be more comfortable fighting in the forest than on an open field and ShadowClan would be at an advantage in the night because of their dark colouring and better eyesight.

Cat Behaviour

A lot of Warriors fanfictions use human emotions to display what the characters are feeling. This is not necessarily a bad thing, but might take away from the story for some readers (I can't count the number of times someone's told me that cats can't smile). Here, I've outlined some basic cat movements and the emotions or human movements they can portray that will help you avoid these exact comments.

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General Body

tensing

When a cat tenses its body, this is usually a sign that it is under some sort of stress. The muscles tense up beneath the fur, usually combined with the fur bristling or standing straight up, and show either fear, anger or discomfort.

∼*∼

relaxing

A cat relaxing its body is the opposite of tension. Fur returns to normal, hackles are no longer raised, and stress is gone.

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Ears

flicking

In Warriors, a cat might flick their ear to acknowledge that they heard their Clanmate's comment but choose not to reply. Some cats might also flick an ear in annoyance or to point another in a direction.

∼*∼

pushed back

Ears pushed back are never a good sign. Usually accompanied by fur standing on end, tension of the body or bared teeth, this movement means the cat is either angry or scared.

∼*∼

perked

This movement shows alertness or interest. Apprentices might perk their ears if their mentor is teaching them something they are

passionate about. Cats will also perk their ears when hunting to help them hear more of their surroundings.

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Eyes

glimmers & glints

This is a very broad category. A glimmer generally has a more positive connotation than a glint and would be more likely to describe amusement, mischief or pride. A glint, with a slightly more negative connotation, would apply better to more negative emotions, such as anger, fear or hurt.

~*~

flashes

Similar to glints, a flash is a fleeting moment of emotion in the cat's eyes. For example, a flash of fear might pass over their face, giving their eyes a brief, shiny look.

~*~

cloudy vs. clear

This is a good way to show if a cat is lost in thought or alert. Clarity of the eyes shows that the character is present, while cloudiness does the opposite.

~*~

widening

A cat might widen its eyes in wonder or confusion. Sometimes, it will also turn its head sideways.

~*~

narrowing

Opposite of widening, narrowed eyes mean fear, anger or (in the more human, but not completely, sense) suspicion.

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Fur

'feeling hot'

A good way to show that the cat is embarrassed or, sometimes, crushing on another character. Since cats cannot blush, this is a great substitute for the action.

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bristling

When a cat's fur bristles or stands on end, it is either angry or scared. Usually accompanied by tensing of the body, bared teeth

and hissing.
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fluffing
A cat fluffs itself up to appear bigger. This can be for a variety of reasons: fear, pride or indignation, to name a few.

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Nose
twitching
A twitching nose signifies that the cat has picked up on a scent. It might also twitch its nose in amusement.

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Paws
shuffling
Shuffling paws generally mean embarrassment or inability to answer a question. Might be accompanied with feeling hot under the fur (aka blushing).
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sheathing/unsheathing claws
A sign of discomfort or anger. Most likely to happen when the cat feels threatened or is preparing to strike.

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Tail
lashing
A lashing tail signifies anger or indignation.
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flicking
A cat might flick its tail in acknowledgement or dismissal. Flicking tails over a part of another characters body is also commonly used, and can be used as a teasing motion or something to similar as a human poke.
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bristling or fluffing
A bristled or fluffed tail, like the fur on the rest of the body, signifies fear or anger.
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drooping
Drooping tails can signify sadness or exhaustion. Generally tied to a

negative emotion.
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twining
When two cats twine tails, it is a sign of affection.

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Teeth
bared
Usually used to signify anger or fear, and in accompaniment with tension of the body, bristling fur and unsheathed claws. A cat can also bare its teeth in a sort of 'grin' in Warriors, just to give it a bit more of a human motion.

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Tongue
sharing tongues
In Warriors, cats share tongues to show affection towards their significant other or towards another Clanmate. It is not expressly confined to couples, as the Clan itself is a family and share tongues frequently (even just to keep each other clean).
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licking chest
A cat licking its chest will do so either because it is cleaning itself or because it is embarrassed or being modest. In Warriors, cats often lick their chest when they are being complimented.

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Whiskers
twitching
Twitching whiskers have a lot of different uses in Warriors writing. They can be twitched in annoyance, amusement or anger (and a variety of other emotions that I will not list here).

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The basic moral of the story here is that cats cannot exhibit a lot of human actions that show emotion. While Warriors is a fantasy series and should be treated as such, sometimes it's nice to include some more cat-like movements in order to build up the characters more realistically as cats and not as humans.